The Argument Against Solipsism Using the Objective Existence Method (OEM)

The Objective Existence Method (OEM) offers a way to distinguish between what exists only in our minds (subjective reality) and what exists independently of our minds (objective reality). Solipsism claims that only my mind is certain to exist, and everything else—people, objects, even the rules governing thought—might just be illusions I've created. However, we can challenge this idea by showing that some things, like the laws of logic, resist my control and thus must exist outside my mind. Using OEM, let's explore why solipsism doesn't hold up.

Defining Subjective and Objective Reality in OEM

- Subjective Reality: These are things that depend on my mind—my imagination, emotions, or decisions. I can change them at will. For example, I can imagine a flying car or decide I like chocolate more than vanilla. These are subjective because they bend to my thoughts.
- Objective Reality: These are things that exist independently of my mind. They don't change just because I want them to. They're consistent, often observable, and impose limits I can't overcome with mere thought.

A Subjective Example: The Speed Limit Law

Let's consider a speed limit law, say 65 mph on a highway:

- Human-Made: It's created by people, not nature. Governments decide it, so it's a product of human minds.
- Changeable: It can be altered—raised to 70 mph or lowered to 55 mph—through human choice.
- Breakable: I can drive faster than 65 mph if I choose, showing it doesn't have an absolute grip on reality.

Because the speed limit law is flexible and depends on human decisions, it's subjective. It exists in our minds and social agreements, not as an unchangeable fact of the universe.

An Objective Counterpart: The Laws of Logic

Now, let's look at the laws of logic, like the law of non-contradiction (something can't be true and false at the same time in the same way):

- Unchangeable: Try imagining a "square circle." A square has four equal sides and right angles; a circle is a round curve. I can't make them the same thing in my mind—it's incoherent. The law of identity (A is A) stops me.
- Beyond My Control: I can't decide that a statement like "It's raining" is both true and false in the same moment and place. My mind can't override this rule; it just doesn't work.
- Universal: Everyone, everywhere, follows these laws when thinking rationally. A contradiction isn't valid for me or anyone else, no matter what we believe.

Unlike the speed limit, I can't bend or break the laws of logic. They don't shift based on my whims.

The Core Argument: What I Can't Control Isn't Just in My Mind

If solipsism were true—if everything were just a creation of my mind—then everything would be subjective. I'd have total control, like in a dream where I might fly or turn a cat into a dragon. So:

- I should be able to change the laws of logic, just as I can change a speed limit in my imagination.
- I could make a square circle exist or let contradictions (like "I'm here and not here") make sense.

But I can't. No matter how hard I try:

- A square circle remains impossible. My mind hits a wall defined by logic's rules.
- Contradictions stay incoherent. I can't force "2 + 2 = 5" to be true in the same way "2 + 2 = 4" is.

This lack of control is key. If the laws of logic were just in my mind, I'd be their master. But I'm not—they limit me. That means they're part of an objective reality, something outside my mind that I can't shape or dismiss.

Why Solipsism's Counterarguments Fall Short

A solipsist might say, "Maybe your mind tricks you into thinking logic is unchangeable." But this doesn't hold up:

- Dreams vs. Reality: In dreams (a subjective world), I can sometimes alter things—like flying or changing scenes. But even in dreams, I can't make a square circle. Logic's grip persists, suggesting it's not my creation.
- Shared Rules: If logic were my invention, other people could have different logics. Yet, everyone agrees a contradiction is invalid. This universality points to something beyond my mind.
- Discovery, Not Invention: I don't make up logic; I notice it. For example, I see that an object can't be in two places at once. This reflects a reality I encounter, not one I design.

Conclusion: Objective Reality Defeats Solipsism

The OEM shows that subjective things, like speed limits, can be controlled or changed by the mind, while objective things, like the laws of logic, cannot. If solipsism were true, everything would be subjective, and I could rewrite logic with a thought. But the laws of logic—unyielding, universal, and independent of my will—prove otherwise. They exist outside my mind, anchoring an objective reality I can't deny.

So, solipsism fails. The laws of logic aren't illusions I've conjured; they're part of a real world that exists beyond me.